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Title: Minax

Author: Hands of Virtue

Minax was a fictional evil
enchantress in the second
Ultima game and one of
its main villains.

Minax was apprenticed to
the dark wizard Mondain
at a young age. In time,
she grew to become his
lover as well as his pupil.
She survived her
paramour's death and
went into hiding.

Underestimated because of
her youth, Minax was
furious
of the death of her
tutor (and lover). Revenge
set itself youwithin her
dark heart. As
her talent for magic and
capacity of malevolence
far exceeded Mondain's,
Minax decided to take
control of the evils of
the world without the
gem.
Twenty years after the
death of Mondain, Minax
invaded Sosaria with her
legions of Darkness. In
order to assure that the
Stranger would not
interfere with her plans
for vengeance, Minax
invaded his homeworld of
Earth. Once there, she
used her dark powers to
disturb the fabric of
time, and destroyed the
planet.

Lord British called for a
hero to crush Minax's evil
plans. The Stranger had
narrowly escaped the
destruction of the Earth,

and answered British's call. Minax's castle, named Shadowguard, could only be reached through timegates (similar to moongates in the later games), and even then an enchanted ring was required to pass through the force fields inside.

The war against Minax's vile legions was long and hard, but eventually the hero hunted down the wizard, pursued her as she teleported throughout the castle, and destroyed her life with the quicksword Enilno.

With the dark energies released with the death of Minax in her castle of Shadowguard, the lands of Sosaria changed once again, reforming into two continents: Sosaria proper, and Ambrosia.

Unbeknownst to all, Mondain and Minax had produced a progeny, Exodus, an entity neither man nor machine.

**Material for this biography obtained from Wikpedia.